CLAIMS:

1. A packet switching network comprising:

a plurality of subscriber stations;

at least one switch configured to connect said plurality of subscriber stations to each other;

wherein each output port from each switch on the network satisfies the following relation:

$$\sum_{\substack{i \text{ number of virtual links} \\ \text{passing through the buffer}}} \left[1 + \operatorname{int}\left(\frac{(Jitter\ \ In)_i + \max Latency}{BAGi}\right)\right] * (max\ frame\ duration) \leq latency$$

in which:

the max latency value is a maximum residence time in an output buffer of a switch, this value may be different for each switch in the network,

BAGi is a minimum time between two consecutive frames belonging to a virtual link i, before they are transmitted,

(Jitter In)i is a Jitter associated with a virtual link i that represents a time interval between a theoretical instant at which a frame is transmitted, and its effective transmission that may be before or after the theoretical instant, and

(max frame duration) i is a duration of a longest frame on the virtual link i.

2. A network according to claim 1, wherein the packet switching network is located on an aircraft.

3. A network according to claim 2, wherein the at least one switch includes a first switch connected to a first graphic screen and a second graphic screen.

4. A network according to claim 3, wherein the at least one switch includes a second switch connected to a flight parameters generator and an aircraft maintenance computer.

5. A network process according to claim 4, wherein the first graphic screen displays flight parameters and the second graphic screen displays flight and maintenance parameters.

6. A packet switching network comprising:

a plurality of subscriber stations;

at least one means for switching for connecting said plurality of subscriber stations to each other;

wherein each output port from each means for switching on the network satisfies the following relation:

$$\sum_{\substack{i \text{ number of virtual links} \\ \text{passing through the buffer}}} \left[1 + \operatorname{int}\left(\frac{(Jitter\ \ In)_i\, i + \max Latency}{BAGi}\right)\right] * (max\ frame\ duration) \leq latency$$

in which:

the max latency value is a maximum residence time in an output buffer of a switch, this value may be different for each switch in the network,

BAGi is the minimum time between two consecutive frames belonging to a virtual link i, before they are transmitted,

(Jitter In)i is Jitter associated with a virtual link i that represents a time interval between a theoretical instant at which a frame is transmitted, and its effective transmission that may be before or after the theoretical instant,

(max frame duration) i is a duration of a longest frame on the virtual link i.

7. A network according to claim 6, wherein the packet switching network is located on an aircraft.

8. A network according to claim 7,wherein the at least one means for switching includes a first means for switching connected to a first graphic screen and a second graphic screen.

9. A network according to claim 8, wherein the at least one means for switching includes second means for switching connected to a flight parameters generator and an aircraft maintenance computer.

10. A network according to claim 9, wherein the first graphic screen displays flight parameters and the second graphic screen displays flight and maintenance parameters.